

We are all pretty worried about Pitfall Harry. We sent him on a mission several weeks ago, and not a word was heard from him — until today. Pitfall Harry is on a treacherous journey to recover the magnificent Raj diamond, stolen a century ago, and believed hidden in an ancient, lost cavern somewhere near an ancient fortress city in the Peruvian Andes. Harry's niece, Rhonda, and Quickclaw, their cowardly cat, accompanied him on his quest.

We now present you with Pitfall Harry's diary — the journal he has been keeping in the Lost Caverns. It arrived this morning by carrier condor. Typical of Harry.

Evidently, Harry has reached the Lost Caverns but has somehow been separated from Niece Rhonda and Quickclaw the Cat.

Help Pitfall Harry find his niece Rhonda, Quickclaw the Cat, and the Raj diamond. The rewards can be great, for the caverns hold many treasures. They also hold many dangers!

Good luck. And watch out for Pitfalls.

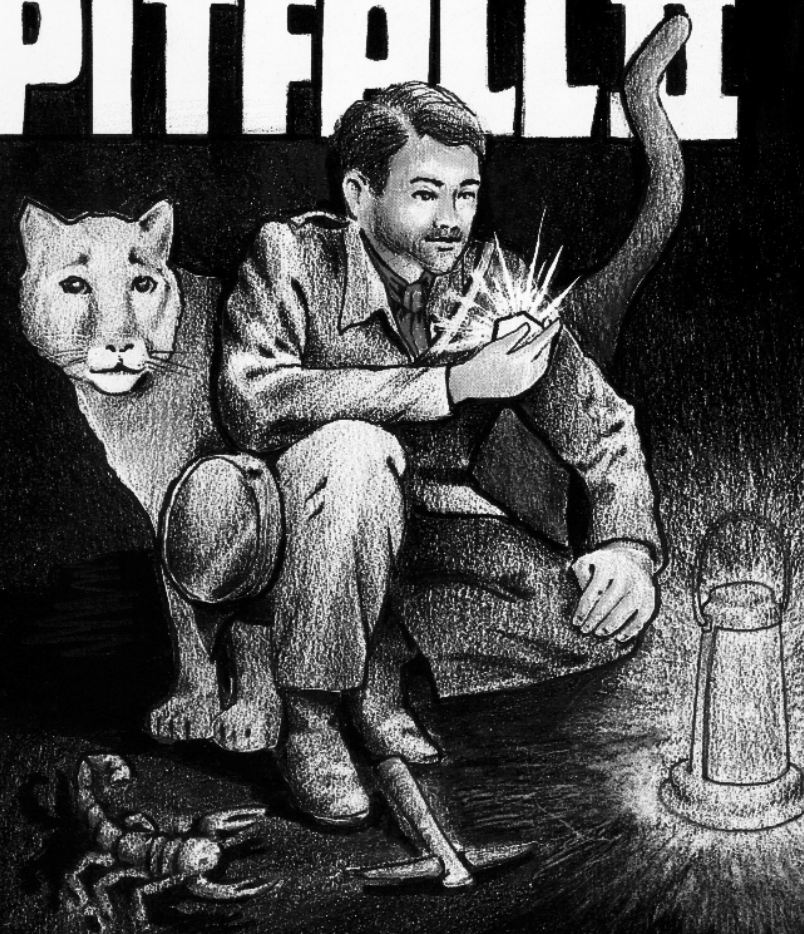
To help Pitfall Harry, you'll need:

- Tandy® Color Computer with 64K memory
- Television (color recommended)
- A disk drive
- A joystick
- A Sound/Speech Cartridge and Multi-Pak Interface (optional)

TANDY®

Cat. No. 26-3287

PITFALL



Outwit deadly cave creatures to recover stolen treasure on your Color Computer.

Pitfall II™ Program
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Getting Started With Pitfall II

Equipment

To play this exciting adventure game, you need:

- Tandy® Color Computer with 64K memory
- Television (color recommended)
- A disk drive
- A joystick
- A Sound/Speech Cartridge and Multi-Pak Interface (optional)

Loading Instructions

1. Turn on your disk drive, monitor, and computer (in that order). Insert the Pitfall II diskette into Drive 0. Close the drive door.
2. If you are using a joystick, plug it into the right joystick port.
3. Type **RUN "*" ENTER** (or **DOS ENTER**). You can now remove the diskette from the drive.
4. Press the joystick fire button or any key on the keyboard to continue (for joystick or keyboard control, respectively).

You can press **BREAK** at any time to stop the game and start over. Press **CLEAR** to pause the action for a moment. Press any key to continue.

Maneuvering

- To move Pitfall Harry left or right, move the joystick in that direction. (Press ⬅ or ➡ on the keyboard.)
- To jump, press the joystick fire button. For a running jump, press the fire button while holding the joystick left or right. (Press the space bar to jump if you are using the keyboard. Press ⬅ or ➡ and the space bar at the same time for a running jump.)
- To descend a ladder, pull the joystick back **just before** Pitfall Harry reaches the hole. To ascend a ladder, push the joystick forward. (Press ⬅ or ➡ on the keyboard.)
- When Pitfall Harry travels by balloon, the balloon follows the left and right movements of the joystick. To speed it up, push the joystick forward; to slow it down, pull the joystick back.

Scoring

- Begin with a 4,000 point advance — for having enough courage to begin the journey!
- 10,000 points for Rhonda's safe return
- 10,000 points for Quickclaw's safe return
- 20,000 points for the Raj diamond
- 15,000 points for the primitive cave rat
- 5,000 points for every gold bar

Each time you succumb to a pitfall, you lose points as you regress back to the last healing station. (See "Next Day: The Consequences.") The longer that journey, the more points you lose. Also, 100 points are deducted for every unintentional fall. A perfect game score is 199,000 points.

There is no time limit. You and Pitfall Harry can explore the lost caverns as long as you wish.

The journey ends the moment Rhonda, the Raj diamond, and Quickclaw the Cat are all found.

And now . . . the diary.

Lost Cavern,
Machu Picchu, Peru

Lat. 13.3°S, Long 71.59°W

TO MY DEAR FRIENDS



I don't know if this will reach you—the condor I strapped it to didn't seem too happy. But, old friends, if you ever do see this diary, I hope you'll read it and come to my aid.



Perhaps I've gone too far. I'm in an underground cavern beneath Peru. It seems to be a complex maze, perhaps eight chambers wide and over 3 times as deep. Niece Rhonda has disappeared, along with Quickclaw the Cat. I am beset by all manner of subterranean creatures in this vast, ancient labyrinth. And all because of a rock—



I must find it though—that magnificent rock. I must! Even if it takes me forever, I must find Rhonda, Quickclaw, and the Raj diamond before I get out of this place. On the way I'll look for the stone-age rat that the University wants—I suspect I'll have to sneak up behind that old relic to subdue him. I'll also try to find the stolen U.S. gold bars that were ditched here.

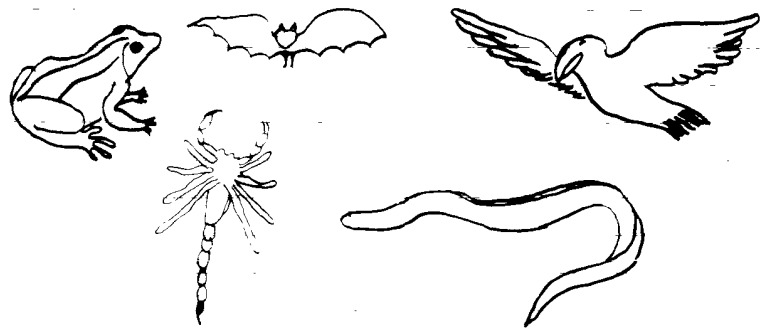


I'd like to have it all, my friends—save Rhonda and Quickclaw, get the Raj, find all 28 gold bars, and bring home that old rat. If I could do all of that, without a single pitfall—well, I'm not called "Pitfall Harry" for nothing! That's what

I'd call a perfect mission!

But oh... danger prevails. Poisonous frogs, bats, condors, electric eels, albino scorpions—and leaps over dark voids that dare me to fall to their fathomless depths. All of these pitfalls must be avoided. I'm not really sure of the consequences, should I succumb, but they can't be good.

I'll check it out tomorrow.



NEXT DAY: THE CONSEQUENCES

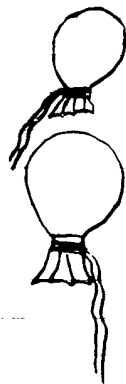
Red Crosses are as good as gold! It's absolutely incredible—whenever I succumb to a pitfall, I'm not put out of commission, as one might think. Instead, I'm magically transported back to the last red cross I touched!

Here's my theory: These caverns are part of a land long inhabited by the Incas. That great, advanced civilization must have had healing centers—the ancient crosses mark their locations. Their magic is still potent!



BALLOONS !!??

Today I was really out on a ledge. Suddenly, a balloon floated overhead—the perfect cross-cavern transport.



Considering my predicament, I didn't stop to ask questions. I simply jumped up and hung on! Upon closer inspection, I discovered that these "balloons" were actually the archaeological specimen bags that Niece Rhonda had been carrying. She must have inflated them with steam from an underground geyser, to signal that she was still alive. Dear, ever-resourceful Rhonda.

Anyway, I discovered that the only way to get down from the balloon is to float above the ledge, and wait for a bat to come by and burst the balloon. (I found this out by accident—it's usually a good idea to stay just below the highest elevation of the bats and condors.) Be careful when you try this, though—make sure the bat gets the balloon, not you. If you do it right, you'll fall gently to the ledge below, none the worse for the trip.

Oh yes—balloons appear only up and down the length of one specific shaft.

GREAT LEAPS IN FAITH



The balloons haven't floated down all the shafts. And they're not always there when you need them, anyway. So, if you're stuck out on a ledge, muster up

all the courage and confidence you have. Then stand at the edge of the shaft and leap across it diagonally, down to the next ledge. Press the fire button right before you jump; hold it down as you move the joystick in the direction you're heading. You'll float to the other side or bounce off the shaft walls.

I discovered something else, a free-fall down an entire shaft can be a short-cut to the river below. You must time your jump well though, to avoid colliding with bats on the way down.

If you're unintentionally falling down a chute of ladders or past many levels, hold the joystick to the left or right. The underground wind will slowly move you in that direction.



Also, don't get discouraged if a bat gets you whenever you go from a ladder to a gold bar. Stay low on the ladder; wait until a bat is just over you, then climb up quickly and run for the gold bar. You'll barely miss the bat, but miss it you will.



Well, my dear old friends, I must bid you farewell so that I may continue my search. I hope to see you soon—

Pitfall Harry

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